ROAD&TRACK

presents

The NEED For SPEED™

by PIONEER PRODUCTIONS
and Electronic Arts® Canada

3DO

CONTROLLING THE GAME

In Control Central and Other Menus

Highlight Options	D-Pad
Toggle Through Options	**Left/Right Shift**
Select Options	**A, B, C**
Move to New Screen	**A, B, C**
Exit to Previous Screens and Save Option Changes	**P**
Exit to Previous Screens and Cancel Option Changes	**X**

On the Road

Shift Gears	**Left/Right Shift**
Accelerate	**A**
Brake (Standard)	**B**
Hand Brake	**X**
Cycle through Camera Views	**C**

Steer the Car normally	D-Pad **left/right**
Steer slowly	D-Pad **up/left** and **up/right**
Steer quickly	D-Pad **down/left** and **down/right**
Pause Game/Access Pause Menu	**P**

Instant Replay

Play the Tape at Normal Speed	**A**
Freeze the Tape	**B**
Run the Tape Frame by Frame	**B** (tap)
Cycle through Camera Views	**C**
Rewind the Tape	D-Pad **left** (hold)
Fast Forward the Tape	D-Pad **right** (hold)
Jump to the End of the Tape	D-Pad **up**
Jump to the Beginning of the Tape	D-Pad **down**
Run the Tape in Slow Motion	**A + C** (1/8 speed), **A + B** (1/4 speed), **B + C** (1/2 speed)
Exit Instant Replay	**P**

Note: This is a control summary: please see the appropriate sections of this manual for complete information on specific game controls.

CONTENTS

STARTING THE GAME

1. Turn ON the power switch on your 3DO Interactive Multiplayer™. The READY light indicates that the unit is on.

2. Make sure a Control Pad is plugged into the Control Port on the Multiplayer console (if not, turn the player OFF, plug in a Control Pad, and turn the player ON again).

3. Press the OPEN/CLOSE button. The disc tray extends.

4. Insert *The Need For Speed* game disc into the disc tray (label side up) and press OPEN/CLOSE to retract the tray. The 3DO™ logo appears. (If you don't see it after a few moments, turn OFF the player and begin again at step 1.)

5. The EAC and Pioneer Productions logo screens appear. Pressing any button during the title sequence takes you directly to the title screen. Pressing any button from this screen takes you directly to Control Central

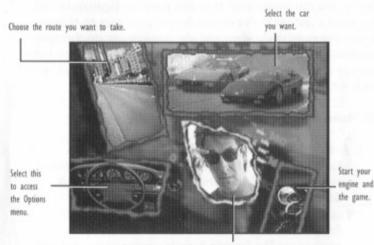**Note:** The game may prompt you to free up NVRAM for high scores.

WELCOME!

Welcome to the high-speed world of *Road & Track® Presents: The Need for Speed*™! Here you'll find spine-tingling action coupled with awesome graphics. As you race down an alpine road in your choice of eight great cars, you'll be amazed by the detail and realism. The AI mirrors the feel of the actual cars themselves; you'll notice the difference in handling, braking, and just plain power. Plan your strategy for each route—there's three to choose from and each demands a different style of driving. Dodge cops as you weave through dense traffic. With different cars, different routes, and the ominous X-Man as your opponent, fueling your need for speed, you'll find your addiction growing to a fever pitch. No need to worry—when you crash and burn in this game, there's always another day.

CONTROL CENTRAL

Control Central is just what it sounds like—the place where you choose your car, your route, and your race type, or customize your game through a variety of options. You can make your selections and get going right away (hey, we know you're into speed, that's why you're playing this game!), or you can check out the statistics and vital information behind each of the options to learn more about the cars and routes in the game.

Note: All control instructions in this manual assume you're operating with a Control Pad set to the default configuration. See *Configuring Your Controls* on page 20 for information on changing your button configuration, or using a joystick.

Choose the route you want to take.

Select the car you want.

Select this to access the Options menu.

Start your engine and the game.

Race against the clock, or the X-man!

Unlike many traditional menus, the options in *The Need for Speed* are depicted graphically. Each option has a window with an image representing the option. You can make quick selections from Control Central and begin the game at once, or you can delve deeper to discover detailed information about each option.

To Select Options from Control Central:

1. D-Pad in any direction to highlight an option window.

2. Press the **Left/Right Shift** buttons to cycle through the choices available for each option (when applicable).

• To learn more about the options and display the cor responding sub-screens, highlight a window and press **A**, **B**, or **C**.

3. Highlight the Ignition Key window, and press **A**, **B**, or **C** to exit Control Central and start the game.

• To start the game from anywhere in Control Central, press **P**.

CAR SELECTION

Before you can smoke your tires and leave the laggards behind, you need a *fast* car. We've included eight great cars to choose from—the ones you've dreamed about taking out on the open road. All performance and design statistics are in the game, but you can always check out a car's performance for yourself by taking it for a spin.

To Make Your Car Selection:

1. Highlight the Car Selection window and press the **Left/Right Shift** buttons to cycle through the different cars; press **Right Shift** to go forward and **Left Shift** to go backward.

• Press **A**, **B**, or **C** to view a Statistic screen for the current car. The Statistic screen appears with a detailed description of the car and its attributes. A voice over gives you some of the salient facts of the car's performance and handling capabilities.

Ferrari 512TR

engine type	dohc 48-valve flat-12
displacement	302 cu in./4943 cc
horsepower (sae)	421 bhp at 6750 rpm
torque	360 lb-ft at 5500 rpm
transmission	5-sp manual
max engine speed	7250 rpm

• To scroll through the text to view all the statistics, press the D-Pad **up/down**.

• To cycle through the Statistic screens of different cars, press **Right Shift** to go forward and **Left Shift** to go backward.

• To view a video of the car in motion, press **A**, **B**, or **C** from the Statistic screen. The Car Showcase screen appears with a cool video of the chosen car.

• To return to the Statistic screen from the Showcase screen, press any button.

• To select a car and return to Control Central, press **P**.

• To cancel any changes and return to Control Central, press **X**.

2. Once you've decided on the car you want, D-Pad to the next option window.

CHOOSE YOUR OPPONENT

There are two types of racing in *The Need For Speed*; you can race against the clock purely for the sake of getting the best time, or you can race against the infamous X-Man.

- To toggle between X-Man or the clock, highlight the Opponent window, and press **Left/Right Shift**. The image switches between a stopwatch and X-Man's mug.

- To view a video of the X-Man laying down the rules of the road, press **A**, **B**, or **C** at the Opponent widow.

If you choose to race against X-Man, the Car Selection window opens up to display a second car for his use.

- Continue pressing the **Left/Right Shift** buttons, and the cars cycle by on the screen. When you see the one you want, stop pressing the button.

ROUTE SELECTION

Now that you've got your car and you know who you're up against, it's time to select the route you want. The different routes are: Alpine, Coastal, and City.

To Select A Route:

1. D-Pad to highlight the Route window.

2. Press **Left/Right Shift** to cycle through the different routes; press **Right Shift** to go forward, and **Left Shift** to go backward.

There's also a statistic screen that lists the length, best top speed, and best times for each route.

- To view the Route Statistic screen, press **A**, **B**, or **C**.

- To toggle through different routes from the Route

Statistic screen, press the **Left/Right Shift** buttons.

- To select a route and return to Control Central, press **P**.

- To cancel any changes and return to Control Central, press **X**.

City is the easiest route. Here you find one-way traffic only, and quite a lot of straight-aways. Open her up on the long stretches and go for top speeds.
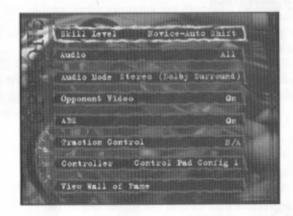
Coastal provides the next level of difficulty, with two-way traffic and a combination of straights, curves, blind hills and corners.

Alpine is the longest and most difficult route, with many twistings roads, blind corners, sharp elevation changes, and tight tunnels. On the last segment you must contend with snow. (Snow on the shoulders of the road, not on the actual road...which makes it that much more important to stay ON the road!)

OPTIONS SELECTION

Before you put the pedal to the metal, you might want to customize your game to suit your needs. You can do this at the Options menu.

- To access this menu, highlight the Options window and press **A**, **B**, or **C**. The Options menu appears.

To Make Selections From This Menu :

- To highlight an option, D-pad **up/down**.

- To toggle through the choices available in an option, press the **Left/Right Shift** buttons.

- To select an option (if applicable) press **A**, **B**, or **C**.

- To confirm your choices and return to Control Central, press **P**.

- To cancel any changes and return to Control Central, press **X**.

The options available are:
Default options (where applicable) are in **bold** type.

SKILL LEVEL: **NOVICE**, INTERMEDIATE, and PRO. The first two levels operate with Automatic shift, while PRO requires Manual shifting. We suggest you begin with Automatic, then work your way up to Manual.

Automatic Shift Mode

In Automatic, your shift range comprises Reverse, Neutral, and Drive. When driving, the car automatically shifts into a higher or lower gear when necessary, letting you concentrate on steering, braking, and, of course, accelerating.

Manual Shift Mode

In Manual, you shift by yourself. This takes concentration and dexterity. If you can make it through a race successfully at this level, you are a true master of the road.

NOVICE is configured for the beginning player and has the following features:

- Ⓐ Automatic Shift (which reduces engine power).
- Ⓐ Less traffic on the route.
- Ⓐ Shorter distance to complete the route (two seg ments per route rather than three).
- Ⓐ When racing against the X-Man, he 's slower and less aggressive than he is in the higher skill levels.

INTERMEDIATE contains the following characteristics:

- Ⓐ Automatic Shift (which reduces engine power).
- Ⓐ More traffic on the route than Novice.
- Ⓐ All three route segments must be completed to finish the race.
- Ⓐ The X-Man is a more competitive opponent—faster and more aggressive.

PRO puts your skills to the ultimate test with these features:

- Ⓐ Manual Shift gives you more power.
- Ⓐ Traffic pattern is dense and more complex.
- Ⓐ All three route segments must be completed to finish the race.
- Ⓐ The X-Man becomes very aggressive and extremely fast—you'll find it a true duel to the finish.

AUDIO: Choose **ALL**, NONE, MUSIC, or SOUND EFFECTS.

AUDIO MODE: **STEREO** (DOLBY SURROUND), or MONO. Use MONO if you don't have stereo audio output and your system's sound quality will be improved; use STEREO setting if you have stereo audio output, or a Dolby Surround setting on your stereo system.

OPPONENT VIDEO: Toggle this **ON**/OFF. If this option is OFF, all the X-Man videos during gameplay are disabled. This improves CD load times.

ABS: YES, NO or N/A. This option refers to the Anti-lock Braking System. If the car you select doesn't have ABS, then N/A displays and the option can't be changed. If your chosen car does have ABS, you can choose to enable/disable the system.

TRACTION CONTROL: As with ABS, your choices are YES, NO or N/A. Traction control prevents tire spin and may cause the car to respond less smoothly under hard acceleration.

CONTROLLER: Select this option to change the button configuration on your controller, or change to using a Joystick. See *Configuring Your Controls* on page 20 for more information.

VIEW WALL OF FAME: Select this option to view a Records screen with the top ten scores displayed. This screen includes the driver's name, the car, the route, and the skill level. Scores are based on performance relative to the route driven.
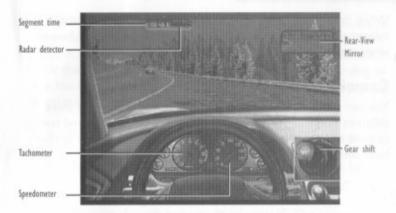
Name	Score	Car	Route	Skill
Daredevil	19490	512TR	Alpine	Pro
Daredevil	18741	911	Coastal	Pro
Daredevil	18468	512TR	City	Pro

- To select this option, press **A**, **B**, or **C**.

- To return to the Options screen, press **A**, **B**, or **C**.

TAKING IT TO THE STREETS

Now it's time to satisfy a certain need, so turn that engine over and get going.

- To start the game, highlight the Ignition Key window and press **A**, **B**, or **C**. You can also press **P** from anywhere in Control Central. The game loads and you are taken to the cockpit of your car.

Segment time · Radar detector · Tachometer · Speedometer · Rear-View Mirror · Gear shift

When you first begin the game, you must shift out of neutral and into first gear (or "drive" if you're in Automatic Shift mode) to get the car moving (see *Options Selection* on page 9 for complete information on Automatic and Manual driving modes).

- To shift up, press **Right Shift**; to down-shift, press **Left Shift**.

Once you've shifted into first, you need to give the car some gas and hit the road.

Driving the car

- To accelerate, press **A**.

- To steer the car, use the D-Pad.

EA TIP: When steering, go easy with the D-Pad. Try tapping on it and using the diagonals (i.e., the positions between up/down, left/right) to avoid swerving all over the road. The up diagonals are for slower steering; the down diagonals are for faster steering, and the standard D-Pad **left/right** are for normal steering.

- To brake, press **B**.

- To use a hand brake, press **X**.

While driving, you're given road monitoring and performance information, including a radar detector that lights up and beeps when a cop is near.
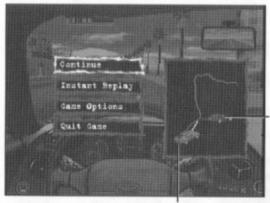
Camera views

You can change the camera view while driving. There are three different views in the game: a first-person cockpit view, and two outside the car, one just above the rear bumper, and one farther back and above the car.

- To toggle through the camera views, press **C**.

THE PAUSE MENU

- To pause the game, press **P**. The game pauses and the Pause menu appears.

- To select an option from the Pause menu, D-Pad **up/down** to highlight the option, then press **A**, **B**, or **C**.

Continue
Instant Replay
Game Options
Quit Game

The "X-Man's" car

Your Car

The options available from this menu are:

CONTINUE GAME: Return to your game in progress.

INSTANT REPLAY: Review a tape of the last segment you drove. From the Pause menu, Instant Replay jumps to the last ten seconds of game play. It offers several camera angles, and you can view the tape frame by frame to gain a greater understanding of the road and its hazards, or to watch your fantastic wipe-out in slow motion!

- To play the tape at normal speed, press **A**.

- To freeze the tape, press **B**. To run the tape frame by frame, tap **B**.

- To cycle through camera views, press **C**. The camera views available are: In-Car, Tail, Heli (as if the camera were in a helicopter), Sky, and Chase Cam. If a cop or the X-Man are nearby, you can get a view from their perspective as well.

- To play the tape in slow motion, press **A + C** for 1/8 speed play, **A + B** for 1/4, and **B + C** for 1/2.

- To rewind the tape, hold the D-Pad **left**.

- To fast forward, hold the D-pad **right**.

- To jump to the end of the replay, D-Pad **up**.

- To jump to the start of the replay, D-Pad **down**.

- To exit Instant Replay and return to the Pause menu, press **P**.

GAME OPTIONS: As in the opening Options menu, you can change several features in the game. The features available from the Pause menu are: AUDIO, AUDIO MODE, and OPPONENT VIDEO. See *Options Selection* on page 9 for more information.

QUIT GAME: Select this to quit your current game and return to Control Central.

Overhead map

To the right of the Pause menu is an Overhead map of the cur-

rent route. The map displays the location of the player's car, and the X-Man's when applicable. The white arrow shows the position of the player's car, and the red arrow that of the X-Man's. In addition, a yellow diamond shows the distance and time needed to earn a bonus car.

- To toggle through the three different zoom settings on the map (from entire route to 250 yards), press **C**.

CHECKPOINTS

Each route is divided into three segments, each segment ending with a checkpoint. From the Checkpoint you can check on your standing in the race, view replays and highlights, and make selections from an options menu.

When you pass through a Checkpoint, the car stops and you are taken to a Segment Results screen. This displays the current segment time, average speed, top speed, and a running total for the entire route so far. The X-Man is there to offer abuse or grudging praise, depending upon your performance.
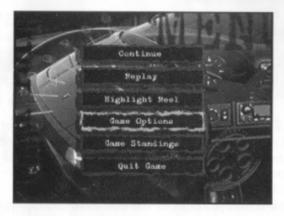
If you've managed to achieve a record—for example, best segment time or best segment top speed—you are asked to enter your name.

To Enter a Name:

1. Use the D-Pad to move the Selection box and high light a character.

- To change the characters from lower to uppercase, press and hold **Left/Right Shift**.

2. Press **A** to select a character; press **B** to backspace and delete a character.

3. Press **P** to confirm the name and exit the screen. After this screen, or after the X-Man speaks, the Checkpoint menu appears.

The Checkpoint Menu

The Checkpoint menu gives you an opportunity to make changes and review your run on the previous segment.

To Make Selections from this Menu:

1. D-Pad to highlight an option, and press **A**, **B**, or **C** to select.

2. Press **P** or **X** to exit an option selection and return to the Checkpoint menu. **P** confirms your choices, and **X** cancels them.

Options available:

CONTINUE: Return to your game in progress.

REPLAY: View a tape of the last segment played. See *The Pause Menu* on page 14 for more information.

HIGHLIGHT REEL: Select this option to view a tape of your finest moments on the segment of the route you just completed. As with Instant Replay, you can change the tape speed, frame rate and camera view.

- To play the tape at normal speed, press **A**.
- To freeze the tape, press **B**. To run the tape frame by frame, tap **B**.
- To cycle through camera views, press **C**.

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NOTE: Pressing the D-Pad during a Highlight reel puts you directly into Replay mode so that you can review your favorite moments more closely. To return to Highlight Reel, you must return to the Checkpoint menu and reselect the option.

See *Instant Replay* on page 15 for more information.

GAME OPTIONS: Change the following options: AUDIO, AUDIO MODE, or OPPONENT VIDEO. See *Options Selection* for complete information.

GAME STANDINGS: This option shows your standings for the current race compared to your opponent (if selected), and gives you additional information about how many tickets and cars you have.

From this screen you can view the best times and top speeds for the current segment, and for the entire route.

- To scroll through the standings, segment records, and route records, D-Pad **up/down**.

The game tracks the top three times and the top speed for each segment, and for the entire route.

QUIT GAME: Select this option to exit the race and return to Control Central.

WINNING AND LOSING

In a race against the X-Man, the object is to beat him on a chosen route without getting arrested or crashing. At the completion of the race, all segment times are added together. The winner is the one with the lower total route time. At the end of the route, a Race Results screen listing the total standings appears, along with X-Man's impressions on your overall race performance. If you're racing against the clock, you don't really win or lose, but instead work to place a best time or top speed.

Note: You can't receive a best route time when playing in the Novice mode as you race only two of the three segments. You can still get a high score, but it is difficult.

Scoring

The score you receive at the completion of the race is based on: how many segments you complete and how quickly, whether or not you beat the X-Man, the top speed achieved on the route, and how many cars you have left at the finish line. Try improving in any or all of these areas to increase your score.

Hazards of the Road: Crashes and Cops

When you experience a major crash, you lose a car. Smoke billows out and a message appears with the total number of cars you have left. Once all your cars are gone, you are out of the race.

If you drive a certain distance fast enough in a given segment, you receive a bonus car.
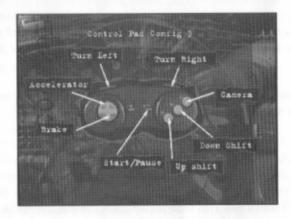
- To view the criteria for earning a bonus car, access the Pause menu (see *The Pause Menu* on page 14). A yellow diamond on the Overhead map illustrates the distance required, with the time appearing below the map (Bonus Time: x:xx). This time depends on the car, the route segment, and the skill level selected.

When you receive a bonus car, the words "Bonus Car" appear on the screen with the list of total remaining cars. As we all know, one of the major obstacles to going as fast as we want, when we want, is the presence of law officers. In *The Need for Speed*, they're out there in force, waiting to catch you for speeding. If you keep an eye on your radar, you can avoid them altogether. However, if you do hear a siren, you've got two options:

- If you brake right after you hear the siren, the cop gives you a warning which will delay you by three seconds.

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Ⓜ If you try and out-run him and he catches you, you receive a speeding ticket. This will cost you five seconds. If you get one speeding ticket on any given segment, and are then pulled over a second time, you are arrested and out of the race.

CONFIGURING YOUR CONTROLS

You can change the button configuration of your Control Pad and calibrate your Joystick.

To Change Control Pad Configurations:

1. From the Options menu, D-Pad to highlight CONTROLLER.

Note: You can select the controller and configuration you want directly from this menu. Press the **Left/Right Shift** buttons to cycle through the five Control Pad configurations and the option for a Joystick.

2. Press **A**, **B**, or **C** to view a graphic image of a specific Control Pad configuration. If you decide to view a graphic image, you can't select Joystick from this sub-screen.

3. Press **Left/Right Shift** to view all five configuration images.

4. Press **P** to select a configuration, exit this screen and return to the Options menu. Press **X** to cancel a selection and return to default settings.

Joystick Controls

There is one configuration for the Joystick. The controls are as follows:

On the Route

- To accelerate, press **up**.
- To brake, press **down**.
- To steer, move **left/right**.
- To up shift, press **A**, **Trigger**, or **Left Shift**.
- To down shift, press **B** or **Right Shift**.
- To pause the game, press **P**.
- To use the hand brake, press **X**.

In the Menus

- To move through the menus and statistic screens, use the same controls as used by the Control Pad.

To Calibrate Your Joystick:

1. Use the Control Pad to select CONTROLLER from the Options menu. Press **Left/Right Shift** to toggle the choices in the option until JOYSTICK appears.

2. Be sure a Joystick is plugged in, then press the Trigger button on the Joystick. The Joystick Calibration screen appears.

3. Move the Joystick in a complete circle while ensuring that the Shifter knob moves accordingly on the screen.

4. After completing the circle, move the Joystick to its center position and press the trigger button. Your calibration information is saved; subsequent calibration is unnecessary.

If at a later time you experience difficulty with the Joystick responding to your controls, return to this screen to recalibrate. Each time you choose to return to this screen, complete steps 3 and 4 before pressing the trigger button, or your Joystick won't be calibrated correctly.

Note: If you find that the Shifter knob does not center in the panel when the Joystick is in its center position, try adjusting the trim adjustments on the base of the Joystick.

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Phone: +61 75 711 811
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NOTICE

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DRIVER'S LOG